

SECTION #12

DEVELOPING A WINNING GAME PLAN

Developing a Game-plan

We will use a comprehensive and detailed approach in the development of our game-plan each week during the season. Through our extensive evaluation and scouting process we will compile a plan for success in each area. It is important that we understand that the game-plan is simply a tool and is often based off of measurable data. Games are won and lost at this level by a combination of player talent level, conditioning, execution, contingency management, and situational football. To be successful each week we must be able to adjust to what our opponent is running, and continue to do what is successful for us during the course of the game. We will prepare and practice situational football both offensively and defensively. We will define situational football as follows:

Backed-Up- Backed up will be considered from the -5 yard line and in. Teams will typically bring pressure in this situation defensively. Offensively teams will attempt to get the ball out quick. It is imperative offensively to gain at least one first down in this situation.

Open Field- Field position from the -6 yard line to the +12 yard line. This area will allow teams to execute the entire scope of their game-plan.

Red-Zone- Field position from the +12 towards the end-zone. We will put a priority on game-planning and scheme execution on both sides of the ball in this area. We will spend a large amount of practice time preparing for this area of the field.

Goal-line- Field position from the +5 towards the end-zone. This is an area we will place an emphasis on the running game and gadgets and screens offensively, and defensively we must be prepared to stop the run in this area of the field. Depending on the teams end-zone depth, the passing game is severely limited in this area due to the contraction of the field.

Short-Yardage- Any situation with a Down and Distance of 2 yards or less to gain a first down. This is an area where we must not fall into a tendency based trap of calling specific plays or defensive pressures/coverages in these situations.

Long-Yardage- Any situation with a Down and Distance of 8 yards or more to gain a first down. This will be an important element of our situational practice periods.

2-pt plays- We will practice and execute three to four 2-pt conversion plays each week. Defending the 2-pt conversion will be accomplished using our regular goal-line defense situational calls and packages. These are critical plays in the course of the game and execution during this time is essential to winning the game.

1-minute offense (hurry-up)- Element of our game plan where we are attempting to score in the final minute of a half or game. We will execute our hurry up offense contingency plan during this period. It is of optimum importance that we maintain our focus and conditioning during this period, and understand what we are trying to accomplish on the drive.

1-minute offense (slow-down)- This should be our favorite situation to be in with the lead and finishing the game. It is important that we understand how the one-minute timing rules apply and that we secure positive yardage on each play and force the opponent to use their timeouts. We will avoid any plays to the walls to avoid going out of bounds and ball handling should be kept to a minimum. We will practice this situation each week during our situational contingency period from both an offensive and defensive perspective.

Last play of Half- Specific play-call designed to score on the last play of the half. This play selection will be different than a must score end of the game situation where if we fail to score the game is over. We want to avoid being careless or desperate with the football in this situation which could lead to a big momentum changing score by our opponent.

Last play of Game- Play call designed to score on the final play of the game to win. This situation falls into one of desperation, where we must score or the game is over.

Man Beaters- Base pass packages designed to defeat man coverage concepts

Zone Beaters- Base pass packages designed to defeat zone coverage concepts

Screens- We will enter each game with a selection of screens and sucker plays off of the screen action.

Exotics & Gadgets- We will practice a limited number of rarely used gadget and exotic plays each week.